

Warbands

The following official warbands may be used as fitting rivals throughout this campaign setting.

Mercenaries: Human warbands travelled from the Empire in the wake of the crusaders. Rumours spread of Prince Arnyld's demise and the treasures still clutched in the skeletal remains of his army. This brings men from every corner of the Old World to Araby. Mercenary warbands may be used without any modifications.

Cult of the Possessed: It is whispered amongst scholars that a great chaos cult was purged from the lands of the Border Princes in years passed. They fled south through the desert with their glowing stones and took refuge in the dark caverns under the Plain of Haytin. Soon, rumours spread amongst the nomads that men from the north were responsible for vile deeds under the desert sands and soon misshapen creatures began preying upon them. In this campaign setting the Cult of the Possessed may be used without modification, though they are known as *The Worshipers of the Worm*.

Witch Hunters: Many Witch Hunters were part of the wars to re-take Estalia from the hands of the Sultan Jaffar. Their inquisitors rooted out those who strayed from Sigmar's light, as well as those who got in their way. As the wars expanded into the lands of Araby, many a Witch Hunter put down his inquisitorial instrument and picked up the warhammer of Sigmar to join a knightly order. When the Plain of Haytin became the resting place for a great warrior of the Empire, they regarded it as their duty to retrieve any of his possessions before they fell into the hands of thieves or heretics. Witch Hunters during the crusades did not need to track infidels with dogs, they simply looked outside their windows as the name of Sigmar is as foreign as the food in Araby. Witch Hunter warbands may be used, though replace the Warhound entry with Riding and War Horses.

Sisters of Sigmar: Initially, women devoted to Sigmar journeyed to Araby to act as healers for the bodies and souls of the crusaders. They also defended pilgrims as they sought out the sites of famous battles and the resting places of martyrs for worship. However, most knightly orders opposed women in such independent roles and so their time in the desert was turbulent indeed. They also took it upon themselves to recover Prince Arnyld's relics, so war-hungry factions of the knightly orders could not use them to escalate the crusades and stretch the Empire's armies even thinner. The Sisters of Sigmar warband may be used without any modifications.

The Undead: Vampires from Lahmia would sometimes make the dangerous trek through Khemri to Araby. Some also say that Blood Dragon vampires accompanied some of the crusading armies from Bretonnia, in their warped sense of martial honour. Vampire's are creatures of the night and don't suffer from the *darkness* special rule. However, during the day they will suffer a strength 4 hit at the beginning of each turn they spend in the open. It is also common to see a necromancer wandering the desert with his unholy companions, in search of the works of the mad Arab, Abdul Alharazad. The Undead may be used, though it may be lead by a Necromancer Master. A Necromancer Master is the same as a normal necromancer but costs 70 dinars and starts with 20 experience points. He gains +1 to his Weapon Skill, Ballistic Skill and Leadership and also gains the *Leader* special ability. If an Undead warband contains a Necromancer Master it cannot have a Vampire.

Skaven: The skaven initially planted the seed of ambition into the Sultan Jaffar that lead him to invade Estalia. Clan Eshin and Clan Skryre have infiltrated into the politics of Araby and work their schemes in the shadows of malleable princes. The common man in Araby has seen the folly of his leaders after the route in Estalia, caused by the influence of dark forces. Now, a new breed of man has arisen in Araby who has become wise of the taint of skaven in the royal families. Some say the Crimashin will purge Araby of this menace, though it is also rumoured that the Grandmaster of the Crimashin learned his techniques from the skaven of Clan Eshin. It is whispered under the smoke of hookahs that the Grand Master may even be skaven himself! Skaven may be used without any modifications.

Orcs: There is an explanation of why Arabian goods have such a high mark-up when they get to the Old World. It is thought that it is because of the high cost of hiring mercenaries to protect the caravans from Orc and Goblin tribes that control the lands they pass through. However, those with inside information know that it is mostly to pay bribes and protection money from some of the more cunning greenskin leaders. From the outlying lands to the north of Araby there are various tribes of orcs and goblins, though it is rare for them to face the horrors of the desert.

Dwarf Treasure Hunters: Dwarfs are seldom seen in Araby, as the merchant coasts are generally bustling with elves and no honourable dwarf would have anything to do with an elf. However, the worshippers of Sigmar readily offer dwarfs sanctuary in their towns. With the rumours of vast treasures to be found and Tyrius as a launch pad into the desert, dwarfs will occasionally make the long trek to Araby.

Other warbands that aren't from the official lists but are especially appropriate for this campaign setting are the following.

Bretonnians: It would also be fitting to use this warband's rules as representative of one of Sigmar's Knightly Orders. Although the main crusading forces around the Plain of Haytin were worshippers of Sigmar, the followers of the Lady of the Lake were present in smaller numbers. However, conflicts often arose when questions of faith were discussed.

Tileans: The chance of riches combined with regaining some of their shattered honour for the Arabian invasion into their neighbouring country results in many Tileans following in the wake of the crusaders. However, once the mercenaries of Tilea saw that the real treasure could be found in the deserts of Araby, rather than in the tight purses of the crusading nobles, they decided to make off on their own.

Arabian Tomb Raiders: During the crusades, the Arabian nomads lent their services to the defenders if they saw some benefit for themselves in the alliance. They also found that treasures were easier to loot from the corpses of fallen warriors than the undying guardians of the Khemrian tombs.

Tomb Guardians: Prince Arnyld's vast army not only took treasures from their defeated enemies. Many of them also indulged in looting quite a bit from Khemrian tombs. As such, the Tomb Guardians are tracking their lost treasures and will stop at nothing to retrieve them.

Please note that these are just guidelines and if you really feel that your Amazon warband is justified in Araby, searching for the holy relics of Prince Arnyld (and your friends agree), then go ahead and use them.

warbands *Arabian Tribes*

Arabian Tribes

Araby is home to many tribes with differing customs and tactics on how to deal with the crusaders. The following entries describe the tribes that dwelt near the Plain of Haytin during the crusades.

Ghutani

The area close to Tyrius is known to the Arabians as Ghutan. The tribes of Ghutan, known as the Ghutani to others (they consider themselves as members of their smaller family clans, rather than as part of any abstract cultural group), live by an ancient honour code and are fiercely independent. They also have a staunch and uncompromising belief in the faith of The One. Ghutan was one of the first Arabian areas that fell to the crusaders when their ships landed in the Gulf of Medes. The ancient feuds between the clans stopped the Ghutani from forming a cohesive defence and the crusaders soon conquered their land. However, rather than being massacred by the frenzied armies, the Ghutani faded away from the area and found refuge in other cities held by Arabians, though they have not forgotten the injustices done to them.

Special Rules

The Ghutani live by their ancient code of honour that demands that blood must be repaid with blood. Any injured Ghutani hero that rolls 51-56 on the injury chart counts as gaining the Bitter Enmity result. A Ghutani that has seen too much dishonour heaped upon his people may become slightly unhinged. Therefore a Ghutani warband may hire up to 5 Flagellants as henchmen and they can choose equipment from the Townsman equipment list. Ghutani scholar fields of study may only be poetry or theology.

Although there are many exceptions throughout the history of Araby, the honour code of the Arabian tribes demands that they treat slaves fairly. It is a regular occurrence for slaves, or the sons of slaves, to gain high positions in Araby, especially if they can prove themselves on the battlefield. Therefore, it is possible for a slave in an Arabian warband to become a warband leader.

Muzil

The Muzil tribe is one of the most powerful in Araby as they have excelled in the arts of scholarship and trading. King Dukash, the ruler of Dimashque, is of the Muzil tribe and under his guidance many colleges and hospitals have been constructed. The Muzil's pride themselves on dealing honestly in trade and using their wits when faced with a problem. However, the new threat of the northern invaders is gradually eroding their reputations as trustworthy merchants and rational thinkers. This is because the shortage of goods means a merchant needs to become slightly more creative in his dealings, and war makes men lose their senses.

Special Rules

A Muzil tribe may include up to 2 Scholars. It is a regular occurrence for slaves, or the sons of slaves, to gain high positions, especially if they can prove themselves on the battlefield. Therefore, it is possible for a slave in an Arabian warband to become a warband leader.

Turjuk

The Turjuk tribe originally dwelt in the steppes before being driven from them by the ancestors of Hobgobbla Khan and vicious ogre armies. They travelled far from their homelands and eventually settled in Araby. Here they were welcomed (and feared) for their martial prowess and their mastery of horsemanship. Many Turjuk's have ascended to high ranks amongst the armies of the Sultans, and their mounted bowmen are a constant thorn in the sides of the crusaders.

Special Rules

Virtually born on horses, Turjuk males have learned to fight from mounts with ease. Every Turjuk Emir and Askar has the following skills: *Ride Horse*, *Ride Arabian Steed* and *Horse Archer*. As horses are viewed with such pride by the Turjuk's, any leader of a Turjuk warband that does not own a Riding Horse or Arabian Steed will have his leadership reduced by 1.

It is a regular occurrence for slaves, or the sons of slaves, to gain high positions, especially if they can prove themselves on the battlefield. Therefore, it is possible for a slave in an Arabian warband to become a warband leader.

Choice of warriors

An Arabian Tribe warband must include a minimum of three models. You have 500 dinars available to spend. The maximum number of warriors in the warband may never exceed 15.

Emir: Each Arabian Tribe warband must have one Emir.

Scholar: Your warband may include up to one Scholar.

Askar: Your warband may include up to three Askar.

Townsman: Your warband may include any number of Townsman.

Mamluks: Your warband may include no more than five Mamluks.

Starting experience

The Emir starts with 20 experience.

Scholars start with 8 experience.

Askars start with 0 experience.

Henchmen start with 0 experience.

Miniatures

The Haradrim series of miniatures, released by Games Workshop for the Lord of the Rings setting, make a perfect base for Arabian tribesmen. They can then be converted to better fit Mordheim proportions.



warbands *Arabian Tribes*

Arabian Tribes skill tables

Ghutani

	Combat	Shooting	Academic	Strength	Speed
Emir	✓	✓		✓	✓
Scholar	✓		✓	✓	
Askar	✓			✓	✓

Muzil

	Combat	Shooting	Academic	Strength	Speed
Emir	✓	✓	✓	✓	✓
Scholar		✓	✓		✓
Askar	✓	✓	✓		

Turjuk

	Combat	Shooting	Academic	Strength	Speed
Emir	✓	✓	✓	✓	✓
Scholar		✓	✓		✓
Askar	✓	✓			✓

Arabian Tribe equipment list

The following lists are used by Arabian Tribe warbands to pick their weapons:

Hand-to-hand Combat Weapons

Dagger	1st free/2 dinars
Mace	3 dinars
Hammer	3 dinars
Axe	5 dinars
Sword	10 dinars
Double-handed weapon	15 dinars
Spear	10 dinars
Halberd	10 dinars

Missile Weapons

Crossbow	25 dinars
Bow	10 dinars
Long bow	15 dinars

Armour

Light armour	20 dinars
Shield	5 dinars
Helmet	10 dinars

Miscellaneous

Mule	30 dinars
Riding Horse	40 dinars

Townsmen equipment list

This list is for Townsmen only

Hand-to-hand Combat Weapons

Dagger	1st free/2 dinars
Mace	3 dinars
Hammer	3 dinars
Axe	5 dinars
Sword	10 dinars

Missile Weapons

Sling	2 dinars
Short bow	5 dinars

Armour

Toughened leathers	5 dinars
Shield	5 dinars
Helmet	10 dinars

warbands Arabian Tribes

Herces

1 Emir

60 dinars to hire

An Emir is an experienced warrior, often having fought in many battles for his sultan or prince. He has given up a soldier's life in the hopes of gaining riches and reputation in other ways. The Plain of Haytin now offer men the chance to become rich beyond their dreams, though at great risk.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons/Armour: An Emir may be equipped with weapons and armour chosen from the Arabian Tribe Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Emir may use his Leadership characteristic when taking Leadership tests.

0-1 Scholar

30 dinars to hire

The reputation of the scholars of Araby extends throughout the lands. Some of their greatest achievements were reached during the Arabian expansion into Estalia. However, during the crusades they were under pressure to keep their wandering thoughts in line with the Caliphs, as their edicts would punish dissenting voices. The lives of intellectuals in these times is therefore a very difficult one.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	7

Weapons/Armour: A Scholar may be equipped with weapons and armour chosen from the Arabian Tribe Equipment list.

SPECIAL RULES

Field of Scholarship: When joining a warband, the scholar must choose the area of knowledge he specialises in. Choose one of the following.

Cartography: The Scholar keeps a detailed map of where you have been. You may add or deduct 1 from a D6 when exploring.

Physiology: After all serious injuries have been resolved you may select a hero to re-roll his result.

Poetry: The Scholar writes grand poems that increase the reputation of the warband throughout the land and inspires them to great deeds. Your leader adds +1 to his Leadership for his first leadership test in a scenario if your warband won the last battle they fought. Also, for one turn during a scenario the poet grants any friendly model within 6" +1 WS and +1 A.

Theology: This Scholar is a devoted servant of The One and has access to Holy Skills.

The Occult: The scholar is versed in the arts of magic and is a wizard that can use Lesser magic. See the Magic section of the Core Rules.

0-3 Askar

35 dinars to hire

The Askar are the Emir's personal bodyguards and have a strong sense of camaraderie with him. The Askar are amongst the toughest and the best fighters in the warband. They often answer challenges issued to the warband and, after the Emir, they get the pick of any equipment and loot.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

Weapons/Armour: An Askar may be equipped with weapons and armour chosen from the Arabian Tribe Equipment list.

Henchmen

Townsmen

20 dinars to hire

Amidst all the struggles of rival princes, sultans and prophets, are the townspeople of Araby themselves. In a majority of Arabian cities, the common folk are a grey background to the vivid intrigues of the princes that despise and use them how they will. However, many townsmen in the fiefs around the Plain of Haytin have maintained the martial spirit of their ancestors. It can be said that their rulers fear the will of the townsmen, as they will often form armed bands to protect themselves from raiders or even the army of their ruler. They display a fierce independence regardless of who claims to govern them. By joining a successful Emir in his adventures, an average townsman may rise to the heights of glory, if he survives long enough.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	3	1	6

Weapons/Armour: A Townsman man may be equipped with weapons and armour chosen from the Townsmen equipment list.

0-5 Mamluks

35 dinars to hire

A large part of the standing army of the various princes is made up of Mamluks – salaried soldier-slaves who were bought, inherited or levied as tribute. They are the best trained warriors money can buy and are much sought after by adventuring Emirs. Occasionally, a mamluk may go on to command a warband himself and some of the greatest leaders that fought during the crusades were mamluks, or the sons of mamluks.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	3	1	7

Weapons/Armour: A Mamluk may be equipped with weapons and armour chosen from the Arabian Tribe Equipment list.

warbands Clan Skryre

Clan Skryre

The leaders of Clan Skryre have stumbled across an ingenious scheme. Apparently Clan Eshin has been sending operatives to some cities in Araby to influence the politics of the humans. This has to be stopped. If Clan Eshin is left to monopolise this realm of the humans then it will be the most powerful clan amongst the skaven. Another reason that interests Clan Skryre in Araby is the wars between the humans and the ancient relics that they covet. These artifacts could provide Clan Skryre with an important bargaining chip between the humans and the other Skaven Clans. The Clan Skryre leaders have declared that any other Skaven troops encountered are to be wiped out and their relics and treasures reclaimed for Clan Skryre.

Occasionally, a warlock engineer may also involve himself in the study of human intellectual pursuits, hoping to gain an edge in his dealings with them. The dastardly weapons of the Warlock Engineers give Clan Skryre warbands protection from the horrors of the desert, however many can be very unstable if the luck of the Horned One doesn't shine on the day.

A Clan Skryre warband is led by an insane Warlock Engineer, and accompanied by his apprentices. Slaves are never too far behind the Warlock Engineers. They need test subjects for the arcane experiments that each hopes will gain him a foothold in the upper echelons of Clan Skryre. As the giant rats pour from the sewers, the crackle of warp lightening hisses as it strikes down the enemies of the Clan Skryre. Green-blue bolts arc through friend and enemy alike and the choking gases of the poison wind fill the air. Charred and suffocated corpses are all that remains in the wake of a passing Clan Skryre warband.

Choice of warriors

A Clan Skryre warband must include a minimum of three models. You have 500 dinars available to spend. The maximum number of warriors in the warband may never exceed 15.

Warlock Engineer: Each Clan Skryre warband must have one Warlock Engineer; no more, no less!

Overseer: Your warband may include a single Overseer.

Apprentice Warlocks: Your warband may include up to three Apprentice Warlocks.

Verminkin: Any number of models may be verminkin.

Skaven Slaves: Any number of models may be skaven slaves.

Giant Rats: Any number of models may be giant rats

Starting experience

A Warlock Engineer starts with 20 experience.

Overseers start with 8 experience.

Apprentice Warlocks start with 0 experience.

Henchmen start with 0 experience.

Clan Skryre special equipment

This equipment is only available to Clan Skryre, and no other warbands may purchase it. See the Trading section for full rules on acquiring rare items.

Poison wind globe

15+D6 dinars each

Availability: Rare 6, Clan Skryre only

These fragile spheres of glass are filled with toxic warpstone-derived fumes produced by the insane Warlock Engineers.

Range	Strength	Save Modifier	Special Rules
6"	Special	Special	Thrown, Poison Wind, Drop

SPECIAL RULES

Thrown weapon: Models using poison wind globes do not suffer penalties for range or moving.

Poison wind: Obstacles do not affect the deadly gas inside the globes. Ignore penalties to cover when rolling to hit. This also means that the globes ignore armour saves. A globe deals D3 wounds to the target on a 3+ and a single wound to anyone else within 2" on a 4+. The warpstone poison is magical so it also affects undead.

Drop: If a model rolls a 1 to hit with a poison wind globe, he has dropped it or the fragile sphere has broken in its hands. Resolve a hit against the model that dropped it. A model may voluntarily drop a globe on a model in base-to-base contact instead of using a weapon in close combat.

Warp blades

40+D6 dinars

Availability: Rare 8, Clan Skryre only

These arcane tools come in the shape of large blades and are attached to any pole the skaven has handy.

SPECIAL RULES

Tap into the winds: Warp Blades may be attached to any spear, staff or halberd. It gives its bearer +1 strength and the knowledge of the Chain Lightning spell.

Gas mask

5 dinars

Availability: Rare 6, Clan Skryre only

This protective device gives a slight increase to a warrior's survival against the poisonous gases developed by Clan Skryre.

SPECIAL RULES

Save: If a model wears a gas mask, then he is only affected by poison wind on a D6 roll of 6+.

warbands Clan Skryre

Warpstone tokens

1 piece of treasure

Availability: Special, Clan Skryre only

The Warlock Engineers have developed a way of refining shards of wyrdstone into tokens that can fuel their spells. By trading in a piece of treasure to Skaven merchants, the warband gains D3 warpstone tokens.

SPECIAL RULES

Warpstone boost: A skaven wizard can consume one warpstone token before he casts a spell. He gains +1 to his rolls to see if he can cast spells successfully that turn and may consume more than one for a cumulative effect. If the wizard rolls doubles when using a warpstone token he will be taken out of action as the raw power is too much for his mind to handle.

Insulation robe

30+2D6 dinars

Availability: Rare 9, Clan Skryre only

Often when a warlock-engineer invents a deadly new device, new items are necessary to protect the wielder from injury when they use it. The insulation robe is one of these

SPECIAL RULES

Insulation: If the skaven wearing an insulation robe gains an unmodified armour save of 3+ if he is affected by any electrical damage (such as from a misfiring Chain Lightning spell).

Heavy: The thick materials, and internal craftwork that make up an insulation robe greatly encumber the wearer. A warrior equipped with an insulation robe suffers a -1 penalty to their Movement and Initiative.

Clan Skryre skill table

	Combat	Shooting	Academic	Strength	Speed
Warlock Engineer	✓	✓	✓	✓	✓
Overseer	✓			✓	✓
Apprentice Warlock		✓	✓		✓

Clan Skryre equipment list

The following lists are used by Clan Skryre warbands to pick their weapons:

Hercules equipment list

Hand-to-hand Combat Weapons

Dagger	1st free/2 dinars
Sword10 dinars
Staff/double-handed weapon.15 dinars
Spear10 dinars
Halberd10 dinars
Scourge15 dinars
Warp blades.40 dinars

Missile Weapons

Poison wind globe15 dinars
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Armour

Light armour20 dinars
Heavy armour50 dinars
Shield5 dinars
Helmet.10 dinars
Gas mask5 dinars

Henchmen equipment list

Hand-to-hand Combat Weapons

Dagger	1st free/2 dinars
Mace3 dinars
Axe5 dinars
Sword10 dinars
Spear10 dinars

Missile Weapons

Sling2 dinars
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Armour

Toughened leathers5 dinars
Light armour20 dinars
Shield5 dinars
Helmet.10 dinars

warbands Clan Skryre

Heroes

1 Warlock engineer

70 dinars to hire

These techno-mages are equipped with complex harnesses that allow them to visualize the ever mutating winds of magic. They can then tap into the flow of power and use its energy for their destructive spells.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	5	1	7

Weapons/armour: A Warlock Engineer may be armed with weapons and armour chosen from the Clan Skryre Heroes Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Warlock Engineer may use his Leadership instead of his own.

Wizard: An Warlock Engineer is a wizard and uses the Magic of the Horned Rat. See the Magic section for details.

0-1 Skaven Overseer

45 dinars to hire

The presence of a Skaven Overseer instills a great deal of fear and discipline into the multitude of slaves that they watch over.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	3	4	3	1	5	1	6

Weapons/armour: A Skaven Overseer may be armed with weapons and armour chosen from the Clan Skryre Heroes Equipment list.

SPECIAL RULES

Slave Driver: A Skaven Overseer strikes fear into his slaves. They may use his leadership if they are within 3". If he is armed with a scourge, this increases to 6".

Slave Master: Though he works the slaves to their limits, a Skaven Overseer knows that it is in the warband's best interests to keep them alive. Skaven Slaves ignore the *easy come, easy go* rule if the Skaven Overseer wasn't taken Out of Action in the battle.

0-3 Apprentice warlocks

18 dinars to hire

Apprentice Warlocks are the young students of Clan Skryre. Recently initiated into the secrets of the clan, they make up for their lack of knowledge with their ambition and energy.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	2	3	3	3	1	4	1	4

Weapons/armour: An Apprentice Warlock may be armed with weapons and armour chosen from the Clan Skryre Heroes Equipment list.

Henchmen

Skaven slaves

6 dinars to hire

Skaven Slaves are often pushed ahead of Clan Skryre warbands as a screen against missile fire or to test the strength of the enemy. Warlock Engineers send them to be butchered without hesitation, and other Skaven do not care about their fate at all.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	2	2	3	3	1	4	1	2

Weapons/armour: Skaven slaves are armed with various scavenged weapons. They count as being armed with a single dagger and cannot use any other equipment.

SPECIAL RULES

Life is cheap: Skaven slaves are worthless to the Warlock Engineers. Members of a Clan Skryre warband may shoot into a close combat that only contains enemies and skaven slaves. Randomise hits.

Easy come, easy go: Skaven Slaves are often used as living experiments and their lifespans are mercifully short. After rolling for Injuries, roll a D3 and remove that amount of Skaven Slaves from your warband. They haven't survived their ordeal in Araby.

Numerous: Skaven Slaves may be used to increase the Clan Skryre's warband numbers up to 20. For example if there are 15 Skaven in your warband, you may add up to 5 skaven slaves.

Experience: Skaven Slaves don't survive long enough to gain experience.

Worthless: A Warlock Engineer doesn't expect much from slaves, and is therefore not unsettled if skaven slaves break or get cut down in battle. In fact, that's what they're there for! When testing to see if a Clan Skryre warband needs to take a Rout test, each skaven slave taken out of action only counts as half a model. Therefore, a band of 5 Skaven and 10 skaven slaves (15 models) would only have to take a test if 4 models fell (4 Skaven or 8 skaven slaves, or some combination thereof).

Fraskitt, the Warlock Engineer, sniffed the air and adjusted the dial on his arcane helmet. "Eshin Clan close-close, hide," he snarled to his fellow rats. They ducked back into the open sewer and waited. A small whimper issued from the back and some chains softly clinked. Fraskitt glared at Oskk, their mighty Overseer, and Oskk new what that meant. He pushed his way through the skaven backed up in the tunnel until he came to the slaves. His giant fist slammed into one of their snouts, and the slave fell to ground. "Quite!" whispered Oskk through clenched fangs.

A slinking figure appeared in the shadows across from where the Clan Skryre warband was hiding. Fraskitt slipped a warpstone token into his mouth and uttered some words that made his warp-blades leap to life.

warbands *Clan Skryre*

Verminkin

20 dinars to hire

Verminkin are the Clanrats of Clan Skryre. The strongest amongst them are initiated into the secrets of the clan and begin their training to become Warlocks. All the Clanrats of Clan Skryre dream of rising to the status of a Warlock Engineer one day

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	4	1	5

Weapons/Armour: Verminkin may be armed with weapons and armour chosen from the Clan Skryre Henchmen Equipment list.

Giant rats

15 dinars to buy

Giant Rats are creations of the twisted genius of the Skaven. They are mutated monstrosities the size of dogs. They fight alongside the Skaven, overpowering any opponents by sheer weight of numbers.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	0	3	3	1	4	1	4

Weapons/Armour: None. Giant Rats never use any armour or weapons.

SPECIAL RULES

Pack size: You can recruit as many Giant Rats as you wish.

Experience: Giant Rats are animals and do not gain experience.

Clan Skryre Magic

Chain Lightning Difficulty 7

Lightening arcs from the complex devices attached to the warlock's weapon and into his enemies. The spell has a range of 24" and has a strength of 3. Roll to hit a target using the warlock's ballistic skill. If the spell hits, then roll another D6. On a 5+ it arcs to the next closest model within 6". The spell will continue to arc to the next model within range until you either run out of targets or you roll under 5. If a 1 is rolled to see if the spell arcs, then the warlock suffers a hit at the strength of the spell as his warp blades overload! The spell may also be used if the warlock is in close combat. If this option is chosen, then it automatically inflicts D3 hits against the warlock and any other model in base-to-base contact with him.



warbands Slavers

Slavers

Slavers trade humans and animals to any lands within their reach. Slaves get sent to the Old World for un-lawful pit fights and the mines, animals are sent to various nations for zoos, slaves are used in the harems and armies of Arabian princes and even the “servants” of some Bretonnian noble families were purchased from slave merchants masquerading as honest traders.

The trading of slaves has occurred throughout the lands since time began, and most men will not give a thought as to whether this trade is moral or not. It is sanctioned by both the clerics of Sigmar and of The One, so a slave cannot turn to the gods for deliverance. Slavery is considered by most merchants in the Old World as more costly than paying a former peasant a few pence for a week of labour (and not worrying about feeding, clothing or maintaining him once his work is done), so it is uncommon there nowadays. However, during the times of the crusades, slavery was just the way things were and much money could be gained from selling prisoners of war into slavery, as there were buyers in many lands. Plus, the only ones who complained were the slaves themselves, to deaf ears of course. Occasionally there were cases of abolitionist groups, though the nobility always considered them criminals or revolutionaries, seeking to upset the social order for their own purposes. Abolitionist views are suppressed and the common man knew little of their deeds, simply assuming them to be trouble makers.

Slaves can be taken in many ways. One of the most common is that a defeated army and it's people would become the property of the conquerors. This was often the case if the victor's treasury was low, as those sold into slavery could fetch a high price at any market place or bazaar. Sometimes it was the only other option if the conqueror didn't have to stomach or inclination to put vast numbers of people to the sword.

Slaves that could fight posed many problems for a trader. They were often proud and took a long time to have their spirits broken, plus they were very dangerous to have around in the case of a slave revolt. On the other hand they fetched the highest prices at the market, especially in times of war (which was most times).

The life of a slave merchant is a constant power struggle with his merchandise. Only the most ruthless can maintain order amongst his party, and an experienced slaver can sometimes get his subjects to align their best interests with his. Making their way into the desert to capture anyone unlucky enough to fall into their clutches, slavers are much feared by anyone venturing into the wildlands of Araby. However, a slave merchant is first and foremost a merchant, and is always looking for a chance to make a dinar or three. The treasures of Prince Arnyld are rumoured to be priceless and by possessing one, a slave merchant could command real power and perhaps even buy into the ranks of the nobility.

A slaver warband is made up of the merchant's guards and his enchained servants. The screams of the slaves, urged on with scourges, combine with the muffled roars of the eunuchs as they clash with their quarry, seeking to profit from the capture of any prisoners.

Choice of warriors

A Slaver warband must include a minimum of three models. You have 500 dinars available to spend. The maximum number of warriors in the warband may never exceed 20.

Slave Merchant: Each Slaver warband must have one Slave Merchant.

Overseer: Your warband may include up to one Overseer.

Caravan Guard: Your warband may include up to three Caravan Guards

Eunuch: Your warband may include up to five Eunuchs.

Ogre Bodyguard: Your warband may include up to one Ogre Bodyguard

Starting experience

A Slave Merchant starts with 20 experience.

An Overseer starts with 8 experience.

Caravan Guard start with 0 experience.

Henchmen start with 0 experience.

Special rules

There are a lot of dinars to be made in the slave trade. As such a slaver warband will always count as gaining an extra piece of Treasure (as he sells non-fighting slaves) after every battle.

Slaves will generally be ill-treated by a slave merchant. If any slave achieves the ‘Lad's got the Talent’ advance, then the slave must make a leadership test. If it is passed then the slave merchant sees some potential and loyalty in the slave and frees him. The slave retains his statistic line though his *type* is changed to caravan guard. This means that he now may become a warband leader and loses all the special rules associated with being a slave, such as *stupidity* etc.

However, if the slave fails his leadership test then the slave merchant is displeased with his outspoken property. The slave obviously needs to learn his place and the overseer sets to it with relish. After the screams and begging ends, the slave is nigh immune to pain and obeys his master without question. The slave is removed from your warband list and becomes a new eunuch in his own henchman group. Roll advances for any slave left in the henchman group as normal.

It is not a mistake that a slaver warband may have up to 20 warriors, yet the restrictions on hiring warband members will give you a maximum of 12. This is because a slave merchant isn't much of a slave merchant if he doesn't have any slaves, so he'll need to buy some if he wants to make up the numbers.

warbands Slavers

Slaver skill table

	Combat	Shooting	Academic	Strength	Speed
Slaver Merchant	✓	✓	✓		✓
Overseer	✓			✓	✓
Caravan Guard	✓	✓		✓	✓

Bailabars' first mistress sold him because she was unnerved by his height, gravelly voice and pale eyes. He was bought by a Mamluk officer and was assigned to his personal retinue. After organising a hunt, Bailabars plunged a dagger into the back of the officer, and took his place at the head of the regiment, and he lent his forces to the Sultan. Whilst in the sultan's service, his fighting prowess and uncompromising manner allowed him to rise through the ranks very quickly, and he soon became the leader of a powerful army.

Slaver equipment list

The following lists are used by Slaver warbands to pick their weapons:

Hand-to-hand Combat Weapons

Dagger	1st free/2 dinars
Hammer	3 dinars
Axe	5 dinars
Sword	10 dinars
Rapier	15 dinars
Morning star	15 dinars
Double-handed weapon	15 dinars
Trapper's Pole	15 dinars
Spear	10 dinars
Halberd	10 dinars
Scourge	15 dinars

Missile Weapons

Sling	2 dinars
Short bow	10 dinars
Bow	15 dinars
Crossbow	25 dinars

Armour

Light armour	20 dinars
Heavy armour	50 dinars
Shield	5 dinars
Helmet	10 dinars

Miscellaneous Equipment (Heroes only)

Manacles	20 dinars
Slave	8 dinars

Slaver special equipment

This equipment is only available to Slavers, and no other warbands may purchase it. See the Trading section for full rules on acquiring rare items.

Trapper's pole

15 dinars

Availability: Rare 6, Slavers only

Used for capturing beasts at arms length, a trapper's pole makes use of a noose attached to a long pole. The trapper's pole works exactly like a spear with the following special rule

SPECIAL RULES

Trapper: Keep track of a living, non-experience-gaining animal (which includes horses, dogs, giant rats and boars) that a warrior armed with a trapper's pole takes out of action. If a 1 or 2 is rolled for the animal when working out injuries it will be added to the trapper's warband.

Manacles

20+D6 dinars

Availability: Rare 8, Slavers only

A handy device for slavers made of metal, often rusted, and always uncomfortable. A new slave that sees the manufacturer's name or the country of origin proudly displayed on a pair of manacles will have a focus for his hatred for many years to come.



SPECIAL RULES

You're mine: Keep track of any living henchmen that a warrior equipped with manacles takes out of action. If a 1 is rolled for the henchmen when working out injuries he will be added to the slaver warband if he is human. As the warrior will need to have his spirit broken he will lose all his possessions and will have all the statistics as a new slave. If the henchman is a non-human then he may be sold for 2D6 dinars.

warbands Slavers

Hercules

1 Slave merchant

60 dinars to hire

The Slave Merchant has a lust for wealth that results in despair and pain, not only for his slaves, but for the loved ones that they have left behind. However, according to the Slave Merchant he is simply a humble trader, trying to earn a living in a harsh world, and that there are worse men in the world who would gladly take his place.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons/armour: A Slave Merchant may be armed with weapons and armour chosen from the Slaver Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Slave Merchant may use his Leadership instead of his own.

0-1 Overseer

40 dinars to hire

Overseers use brute strength and their powers of manipulation to break the spirits of their possessions. The presence of an Overseer will instill a great deal of fear and discipline into the ranks of the slaves they watch over.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	4	4	1	3	1	7

Weapons/armour: An Overseer may be armed with weapons and armour chosen from the Slaver Equipment list.

SPECIAL RULES

Slave Driver: An Overseer strikes fear into his slaves. Any slave within 3" may use his leadership. If he is armed with a scourge, this increases to 6".

0-3 Caravan guard

30 dinars to hire

Only the most trusted of the Slave Merchant's companions may become a Caravan Guard. They are charged to keep watch of his goods and help the Overseer with any unruly slaves.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

Weapons/armour: A Caravan Guard may be armed with weapons and armour chosen from the Slaver Equipment list.

... So we shaved our beards, stitched hammers upon our cloaks and allowed a filthy pig to sit amongst us on the carriage. When we were ushered into the infidel's city we set about gaining knowledge of their activities for the Grand Master. We were only exposed when Amil lost his mind from drinking one of their noxious ales, and a fight ensued. That's how I got my name, Pig-Chucker Yosuph.

Henchmen

0-3 Eunuchs

40 dinars to hire

Eunuchs are the horribly mutilated servants of a Slave Merchant. They have been so destroyed in body and spirit that they obey any order without question, considering themselves as the slavers do, possessions and nothing more.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	4	4	1	3	1	10

Weapons/armour: Eunuchs may be armed with weapons and armour chosen from the Slaver Equipment list.

SPECIAL RULES

Broken Spirit: A Eunuch will automatically pass any Leadership test he is required to make, as long as the Slave Merchant is not out of action. A Eunuch may never become a warband leader.

0-1 Ogre

160 dinars to hire

Ogres are a common sight in Araby and fought on both sides of the crusades. A source of steady food and income will often settle their wanderlust and slavers have access to plenty of both.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	2	4	4	3	3	2	7

Weapons/armour: Ogres may be armed with weapons and armour chosen from the Slaver Equipment list.

SPECIAL RULES

Fear: Ogres are large, threatening creatures that cause *fear*. See the Psychology section for details.

Large: Ogres are huge, lumbering creatures and therefore make tempting targets for archers. Any model may shoot at an Ogre, even if it is not the closest target.

Slow Witted: Although Ogres are capable of earning experience and bettering themselves they are not the smartest of creatures. Ogres only gain advances at half the rate of everyone else.

0-3 Hounds

25 dinars to buy

Hounds are often used by Overseers to track any escaped slaves.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	5

Weapons/Armour: Hounds never use any armour or weapons.

SPECIAL RULES

Experience: Hounds are animals and do not gain experience.

Keen Scent: Hounds will be able to locate the scent of an escaped slave over vast distances. If the warband includes a Hound, slaves will ignore the *I'm outta here* special rule.

warbands *The Fallen*

The Fallen

*"I know not for whether my birth place be my home,
or a grazing ground for the beasts of the dark!"*

~Abu of Ma'arra, the Blind Poet

This cry of grief and rage by the legendary poet of Ma'arra reflects the emotions of the refugees that were forced to flee their homeland. The townspeople of Ma'arra led peaceful lives, tending flocks of goats and sheep, or cultivating the fruits that grew on rare desert trees. Ma'arra was a fief of the Arabian noble Jikshirmish, who administered it with a light hand and promoted the free thinking that was to make the town famous for its poetry. The most famous of all was Abu of Ma'arra, who spoke out against many forbidden subjects and even had the audacity to lambast the gods of all men.

The continuous themes of his poetry, that of fanaticism and the dark future of humankind, were prophetic when we view what happened to his town. It would be reduced to ruins by the crusaders, and no help would come from the neighbouring lands because of the internal feuds between the arrogant rulers.

When the vast army of Prince Arnyld surrounded the city walls most of the citizens were trapped. Ma'arra only had a militia of its townsmen, with hardly any real battle experience. They fought courageously, even using bee-hives against the knights that clambered up the city walls, however it was to no avail when a vast siege tower was erected by the crusaders and the defences were broken.

Prince Arnyld was surprised with the tenacity of the defenders and sought to reach a treaty whereby he would spare their lives if they abandoned their fortifications and stayed in their houses. His army had been marching through the deserts for some time, and they were suffering from famine and disease and were even reduced to eating their mounts. The townspeople complied and spent the night, shivering with dread, in their homes. As the sun rose, the slaughter began. However, the terror of the day didn't compare to the fate that awaited the Ma'arrans that were taken prisoner. Fanatical crusaders roamed the streets, openly proclaiming that they would chew the flesh of the heretics and searching for any Arabians hiding in cellars. They would gather around cooking pots at night to feast on human flesh.

When they had stripped the city of any valuables, they destroyed the walls and set every house alight, razing the once-great city in an orgy of destruction. Some refugees told tales that the trapped townsfolk heaped curses upon the pillaging army, and their final tortured screams reached into the heavens and were answered by something dark.

Almost half of Prince Arnyld's army were left in Ma'arra, as they became so debauched that they would not follow his orders to continue into the desert. They inhabited the ruins, some becoming ghouls as their souls became cursed by their sinful acts. Others became sadistic killers, and rose as undead. These Revenants are horrible to behold. They rule with fear and are driven by a need to visit vengeance upon the living for the curse they are forced to shoulder. A Revenant also wants what he deems is rightfully his, the treasures of Prince Arnyld.

Special Rules

Eaters of Flesh: Make a note of any enemy model that is taken out of action by a warrior with the *Eaters of Flesh* special rule. If it is a hero he must deduct 1 from his serious injury roll. If it is a henchman he is removed from the warband on D6 roll of 1-3 instead of 1-2.

Choice of warriors

A Fallen warband must include a minimum of three models. You have 500 dinars available to spend. The maximum number of warriors in the warband may never exceed 15.

Revenant: A Fallen warband must have one Revenant to lead it.

Butcher: Your warband may include up to one Butcher.

Scavengers: Your warband may include up to three Scavengers.

Ghouls: Your warband may include any number of Ghouls.

Sgulls: Your warband may include up to three Sgulls.

Wild Dogs: Your warband may include up to five Wild Dogs.

Starting experience

A Revenant starts with 20 experience.

A Butcher starts with 8 experience.

Scavengers start with 0 experience.

Henchmen start with 0 experience.

Fallen equipment list

The following lists are used by Fallen warbands to pick their weapons:

Hand-to-hand Combat Weapons

Dagger	1st free/2 dinars
Hammer or mace	3 dinars
Axe	5 dinars
Sword	10 dinars
Double-handed weapon	15 dinars
Spear	10 dinars
Halberd	10 dinars

Missile Weapons

Short bow	10 dinars
Bow	15 dinars

Armour

Light armour	20 dinars
Heavy armour	50 dinars
Shield	5 dinars
Helmet	10 dinars

warbands *The Fallen*

Fallen skill table

	Combat	Shooting	Academic	Strength	Speed
Revenant	✓	✓	✓	✓	✓
Butcher	✓		✓	✓	
Scavenger	✓	✓			✓

Hercos

1 Revenant

110 dinars to hire

The Revenant was a member of one of the failed campaigns of the crusades. As he fled from the Arabian defenders, parched of thirst and dying of starvation, he turned to depraved acts. It is said amongst Arabian scholars that when a man turns from the light he invites evil djinn into his soul, and this is reflected in the teachings of Sigmar. When the sadistic warrior is finally killed, the myths claim that he will rise again to visit death upon the living. The Revenant is a powerful warrior, seemingly immortal and driven by a thirst for vengeance on the gods and men that abandoned him.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	4	2	5	2	8

Weapons/armour: A Revenant may be armed with weapons and armour chosen from the Fallen equipment list.

SPECIAL RULES

Leader: Any friendly warrior within 6" of the Revenant may use his Leadership instead of his own.

Cause Fear: Revenants are terrifying Undead creatures and therefore cause *fear*.

Immune to Poison: Revenants are not affected by any poison.

No Pain: Revenants treat a 'stunned' result on the Injury chart as 'knocked down'.

Eaters of Flesh: If the Revenant takes a living enemy out of action and is not in base contact with an enemy model, he will be stricken with a hunger for blood and flesh. He must make a Leadership test and if he fails he will start eating the body. He may do nothing during these turns. When D3 turns are up or he is hit by an attack he may take his turns as normal.

0-1 Butcher

50 dinars to hire

Butchers prepare food for bands of starving wanderers that have turned to debauched and horrifying acts. They are almost priestly figures, preparing meals and engaging in unholy knowledge. Well on their way to becoming a ghoul, a Butcher reeks of death.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	4	4	1	3	2	6

Weapons/armour: A Butcher may be armed with weapons and armour chosen from the Fallen Equipment list.

SPECIAL RULES

Cause Fear: Butchers are degenerate men involved in shocking acts of brutality. They therefore cause *fear*.

Eaters of Flesh: If the Butcher takes a living enemy out of action and is not in base contact with an enemy model, he will be stricken with a hunger for blood and flesh. He must make a Leadership test and if he fails he will start eating the body. He may do nothing during these turns. When D3 turns are up or he is hit by an attack he may take his turns as normal.

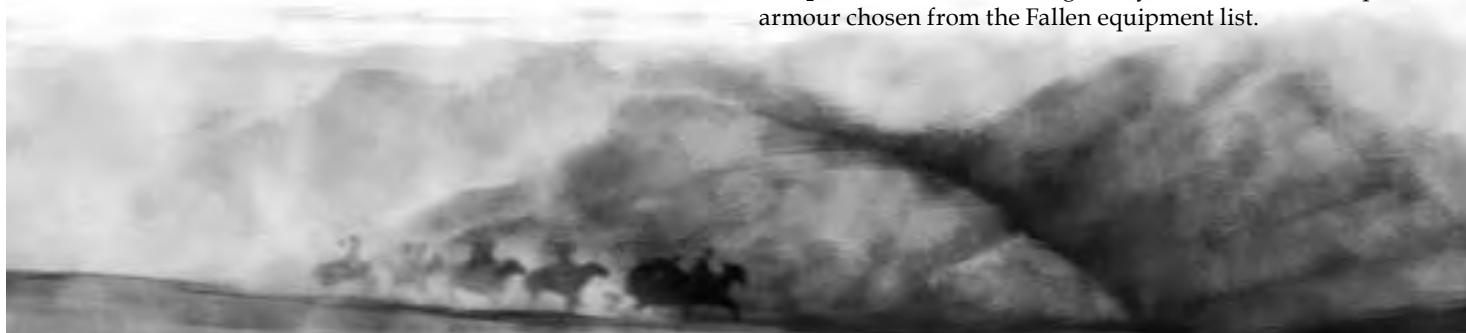
0-3 Scavengers

25 dinars to hire

Starving pilgrims and those lost in the desert are sometimes spared by a Revenant in a rare act of benevolence. They must renounce their previous lives and dwell in the inhospitable places of Araby. Revenants will generally act kindly towards escaped slaves, as a slave's hatred towards his powerful masters will reflect that of the Revenant.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/armour: A Scavenger may be armed with weapons and armour chosen from the Fallen equipment list.



warbands *The Fallen*

Henchmen

Ghouls

40 dinars to hire

Tales have been told in Araby for many years about men whose souls have become the gateway to a darker breed of djinn. The Old World name 'ghoul' was even taken from what the Arabians called these once-men. Some Empire scholars nowadays believe the impact of a diet of human flesh effects the very physiology of those who partake in it, transforming them into what are known as ghouls without any supernatural influence.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	4	1	3	2	5

Weapons/armour: Ghouls never carry equipment as henchmen. However, if they are promoted to a Hero they may choose weapons and armour from the Fallen equipment list.

SPECIAL RULES

Cause Fear: Ghouls are twisted and cursed men that cause *fear*

0-3 Sgulls

60 dinars to hire

The Plain of Haytin is home to the most vile of creatures, the giant vultures that feed on carrion. A flock of these vultures in the distance is a fore shadowing of the corpses that will be stumbled upon if they are approached. Some Arabian scholars believe that a bestial intelligence is present in them, much like the great eagles of the elves. If this is so, they argue, then a giant vulture is capable of free-will and chooses the evil habits that it pursues. This may explain the instances of sgulls, the giant vultures that have risen from the dead. From a life-time of feeding on that which was forbidden by the gods, a sgull is cursed to awaken to a life of servitude to more powerful undead.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	0	3	4	2	3	2	4

Weapons/armour: Sgulls never use any armour or weapons

SPECIAL RULES

Fear: Sgulls are horrifying Undead creatures that cause *fear*.

Flyers: Sgulls are granted a mockery of flight in their undeath. They ignore all terrain and can move at any angle.

Experience: Sgulls do not gain experience.

0-5 Wild dogs

25 dinars to buy

Wild dogs of the Arabian lands will gladly attach themselves to a strong master if he offers them a chance of survival in the harsh desert. These wild dogs of the sands chase their prey until they can run no more, then latch onto their victim's throat with their powerful jaws.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	5

Weapons/Armour: Wild dogs never use any armour or weapons.

SPECIAL RULES

Experience: Wild dogs are animals and do not gain experience.





Hired swords

The following Hired Swords from the Core Rules will fit well into this campaign setting: Warlock, Ogre, Troll Slayer, Pit Fighter, Freelancer.

Crimashin

40 dinars to hire +15 dinars upkeep

The Grand Master's favoured method of instilling fear in the populace is murder. Members of his cult operate in isolation and are sent on missions to assassinate high profile figures.

May be Hired: Crimashin were known to fight for any side throughout the crusades, as no one truly knew their agenda. Any warband may hire a Crimashin.

Rating: A Crimashin increases the warband's rating by +12 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	4	4	1	5	2	7

Equipment: The Crimashin carries a Gromril dagger and a sword.

SPECIAL RULES

Skills: A Crimashin starts with the Infiltrate skill and may choose from the Combat and Speed lists when he gains a new skill.

A Worthy Foe: The Grand Master will only lend one of his operatives if he can gain something from the transaction, such as the assassination of powerful enemy. A Crimashin will only be a part of a warband if its opponents have a rating of over 250.

Holy Man

30 dinars to hire + 15 dinars upkeep

Holy men travel throughout the lands, offering their services to further the cause of their god. They will not suffer infidels to live, and deal their violent justice to any sinners that cross their paths.

May be Hired: A Holy Man will not offer his services to any warband that includes spellcasters, undead or non-humans (excluding animals).

Rating: A Holy Man increases the warband's rating by +12 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	4	1	8

Equipment: A Holy Man carries a staff and a blunt hand weapon. Treat these as a double-handed weapon and a hammer.

SPECIAL RULES

Skills: A Holy Man may choose from the Strength and Holy lists when he gains a new skill.

True Believer: A Holy Man starts with two spells from the Divine Intervention spell list (these are the same as the Prayers of Sigmar as detailed in the core rules).

Holy: If a warband that follows the Path of Sigmar or The One hires a Holy Man, his hire fee will be reduced to 20 dinars.



Dramatis personae

Armen Abbas, master scholar of the college of Dimashque

Armen Abbas was a Muzil mathematician, alchemist, philosopher, inventor, physician and a rather bad poet. He made his own way from Dimashque to the southern parts of Estalia after it was conquered by the Sultan Jaffar. During this time the vastness of the desert, the movements of it's creatures and the stars of the night placed the seeds of invention into his mind.

After Armen finally arrived in Estalia he decided to put his theories into action. On a sunny morning the crowds below the great minaret of Mazkwitt witnessed an amazing sight. With a cry to The One, Armen launched himself from the minaret using a huge batwing cloak and began to soar through the air. The wings allowed slight control of the path it travelled and Armen landed in a clearing outside the town's wall. What is more amazing is that he survived, with only minor injuries. Many Arabian scholars regard this as the first real flight of a human – that lived.

Armen involved himself in many projects in diverse strands of scholarship. He set up astronomical tables, wrote poetry, and designed a water clock called Al-Maquata. Through his alchemical knowledge he devised a means of manufacturing glass from sand, and he developed a chain of rings that could be used to display the motions of the planets and stars, the pre-cursor to the orrey. He also developed a process for cutting rock crystal. Up to then, only the ancient Khemrians knew how to facet crystal, and they kept it a closely guarded secret. Thereafter, Araby and Estalia no longer had to charge exorbitant fees to merchants and tomb raiders for Khemrian-cut gemstones, as they could produce the same level of craftsmanship themselves.

However, his time in Estalia was short-lived as the knightly orders of the Old World and Bretonnia launched their crusades. The presence of Witch Hunters in the newly re-conquered areas made life impossible for the citizens that worshipped The One, so Armen loaded a caravan and fled to his home town of Dimashque.

Once in Dimashque, Armen refined his 'angel-wings', and launched himself from the Mount of the Banshees near the Plain of Haytin. The flight was a great success, and was widely observed by a crowd that he had invited. However, the landing was bad. He injured his back, and left critical scholars saying he hadn't taken proper account of the way birds pull up into a stall, and land on their tails. He remedied this soon after, so his invention now became quite safe for him to use.

During the times written about here, Armen Abbas' home town had successfully repelled the crusaders. However, the horrifying scenes he was witnessed, unhinged his mind and he has replaced his peaceful views with those of war. Armen Abbas decided to lend his services to the defence of Araby, producing many destructive inventions that would end the lives of crusaders in pain and fire. The silhouette of his angel-wings will strike fear into the hearts of those that seek to despoil his land. Fiery death will visit them from his hands, and again in the hereafter, or so he often says.

Hire Fee: 85 dinars to hire; + 45 dinars upkeep cost.

May be Hired: Any warband except Witch Hunters, those that contain non-humans and those that follow the Path of Sigmar.

Rating: Armen Abbas increases a warband's rating by +65 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	5	2	2	3	3	1	9

Equipment: Armen Abbas carries the Angel Wings, a sword and enough stickfire and vermin pots to last for the entire battle.

SPECIAL RULES

Skills: Armen Abbas has the following skills: *Leap*, *Acrobat*, *Dodge*, *On the Wings of Angels*. He is also counted as a *Physician*, see the Scholar entry in the Arabian Tribe warband list.

Angel Wings: The Angel Wings grant Armen the ability to glide through the air. To use the Angel Wings he must give up his movement and apply the effects below. At the beginning of a movement phase in which Armen is at least 3" above ground level, the player may draw a straight line 1" wide and 24" long to any point on the table that is at or below the height he starts from. The line may include a turn of up to 45 degrees. The line cannot move through any piece of terrain higher than Armen's starting point. Any enemy model, susceptible to fear, underneath the line must make a leadership test or flee 2D6" directly away from it. At the end of the movement phase, place Armen where the line ends. During the shooting phase Armen will always fire first. His player may work out the point from where he fires from at any point along his line of flight, and the vertical height in inches does not add to the extent of the weapons range.

